



INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(51) International Patent Classification ⁵ : G06F 11/00	A1	(11) International Publication Number: WO 94/15289 (43) International Publication Date: 7 July 1994 (07.07.94)
<p>(21) International Application Number: PCT/US93/12228</p> <p>(22) International Filing Date: 14 December 1993 (14.12.93)</p> <p>(30) Priority Data: 07/996,047 23 December 1992 (23.12.92) US</p> <p>(71) Applicant: TALIGENT, INC. [US/US]; 10201 N. De Anza Boulevard, Cupertino, CA 95014 (US).</p> <p>(72) Inventor: MILLER, Christopher, M.; 1741 Noranda #4, Sunnyvale, CA 94087 (US).</p> <p>(74) Agent: STEPHENS, Keith; Taligent, Inc., 10201 N. De Anza Boulevard, Cupertino, CA 95014 (US).</p>		<p>(81) Designated States: AT, AU, BB, BG, BR, BY, CA, CH, CZ, DE, DK, ES, FI, GB, HU, JP, KP, KR, KZ, LK, LU, LV, MG, MN, MW, NL, NO, NZ, PL, PT, RO, RU, SD, SE, SK, UA, UZ, VN, European patent (AT, BE, CH, DE, DK, ES, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, ML, MR, NE, SN, TD, TG).</p> <p>Published <i>With international search report. Before the expiration of the time limit for amending the claims and to be republished in the event of the receipt of amendments.</i></p>
<p>(54) Title: AUTOMATED TESTING SYSTEM</p> <p>(57) Abstract</p> <p>A method, system and program for testing programmatic interfaces by systematically exploring valid call sequences defined by a collection of subroutines with a collection of data. The subject invention does not explicitly write unit tests. Instead, it provides the tools to develop rules which model and verify the correct operation of software while leaving the complexities of test selection, execution, sequencing, coverage, and verification to an automated system. The number of test scenarios generated by the system depends upon cumulative execution time and is reliably independent of human effort.</p>		

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AUTOMATED TESTING SYSTEM

Field of the Invention

5 This invention generally relates to improvements in test systems for testing software applications and more particularly to automating the test process for testing software applications.

Background of the Invention

10 Among developers of workstation software, one of the most pressing requirements is for a software reliability program which can automatically test each of the components of a software application and identify problems, sometimes referred to as "bugs", in the application, and report the problems. To date, this processing is tedious and performed by a team of persons who identify test sequences and perform the tests on the software application.

15 Some attempts have been made at interactively debugging programs by setting break points and other traps in an application and observing the application as it executes. This approach was patented by DEC in US Patent 4,589,068. However, this approach could not test the unique characteristics of each subroutine / function of a software application and resulted in incomplete test operations.

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Summary of the Invention

Accordingly, it is a primary objective of the present invention to automate the testing of a software application. A computer system is employed to input design specifications for each of the subroutines that make up a software application
25 that is to be the target of a test and the express preconditions and postconditions based on the design specifications. Internal databases are constructed to maintain target type relationships, subroutine declaration syntax and data requirements, condition-subroutine associations, and invariant-type associations.

The preconditions and postconditions are compiled and link edited into a
30 shared library and mapped to the particular subroutine. Then, once the databases have been loaded, wrappers are created to generate the source code for functions employed by the invention to perform actual target subroutine calls. The source code is written to a text file on a disk. The wrapper source code must be compiled and link edited into the shared library containing the precondition, postcondition
35 and invariant subroutines.

During testing, the invention loads parameter data for each subroutine selected for test. Then, for all data instances defined for each of the subroutines to be tested, an invariant function is performed and the resulting data is checked to ascertain its validity. If the data is invalid, then it is reported. However, if the data

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is not invalid, then the next data instance is performed until all data instances have been performed for each of the subroutines.

Each subroutine is next called with a precondition. if the precondition is true, then the subroutine is called with data from each of the predefined data instances. For each of the instances, if the data is valid, then the next instance is invoked. However, if the data is invalid, then the invalid data is reported. The same processing is performed for each of the subroutines on the postconditions and similar exception processing is reported. In this manner, every subroutine of an application can be automatically tested and exceptions noted for any instance, precondition and postcondition.

Brief Description of the Drawings

Figure 1 is a block diagram of a personal computer system in accordance with the subject invention;

Figure 2 is a hierarchical drawing of the subject inventions processing hierarchy in accordance with the subject invention; and

Figure 3 is a block diagram of major steps in accordance with the subject invention.

Detailed Description Of The Invention

The invention is preferably practiced in the context of an operating system resident on a personal computer such as the IBM PS/2 or Apple Macintosh computer. A representative hardware environment is depicted in Figure 1, which illustrates a typical hardware configuration of a workstation in accordance with the subject invention having a central processing unit 10, such as a conventional microprocessor, and a number of other units interconnected via a system bus 12. The workstation shown in Figure 1 includes a Random Access Memory (RAM) 14, Read Only Memory (ROM) 16, an I/O adapter 18 for connecting peripheral devices such as disk units 20 to the bus, a user interface adapter 22 for connecting a keyboard 24, a mouse 26, a speaker 28, a microphone 32, and/or other user interface devices such as a touch screen device (not shown) to the bus, a communication adapter 34 for connecting the workstation to a data processing network and a display adapter 36 for connecting the bus to a display device 38. The workstation has resident thereon an operating system such as the IBM OS/2 operating system or the Apple OPUS operating system.

Issues

There are a number of unresolved issues in prior art software reliability testing which must be addressed to improve the quality strategy and testing systems.

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The following issues are addressed by the subject invention and a preferred embodiment of the invention solving each of the issue is presented below.

Reliability

The term reliability has many definitions. However, for purposes of the subject invention, the following definition is incorporated, "the probability of failure-free operation of a computer program for a specified time in a specified environment." Software Reliability represents the proven ability of an implementation to agree with its specification. Reliability must be subject to objective measurements — hence use of the word probability — based upon repeated executions of software under real-world operating conditions which satisfy design specifications. This implies that reliability of any software component can and must be objectively represented using measures of software as they are presented below.

Software reliability depends on a failure-free, computer program, at a specified time, and in a specified environment. It is necessary that all our definitions be resolvable down to concrete definitions. The following are definitions of those terms within the context of measuring the reliability of an application program's interface (API):

failure-free - observed operation does not disagree with API specification.

computer program -API implementation under test
specified time - time spent within explicit API function calls during test
specified environment - states and actions which do not disagree with API specification.

Note the deliberate use of "do not disagree" rather than "do agree". This is because any reasonable action which is not explicitly disallowed by a specification should be allowed. This forces design engineers and technical writers to provide thorough operating specifications for every public interface for test engineers, automated testing programs, and client developers.

Measures

Reliability is the probability that a product will operate correctly for a specified time. This statement conversely implies that the time a product will probably operate correctly is also a measure of reliability. This time measure is often expressed as mean time between failure (MTBF) which represents the average duration before a product breaks down. MTBF measures help purchasers select a product offering a superior operating life from others having similar features. Manufacturers can also use MTBF metrics to objectively determine which components in critical systems require priority attention for overall system reliability improvement.

Nearly every computer hard disk drive has an MTBF rating, but such ratings are uncommon for software. This situation is peculiar because the same techniques which provide MTBF ratings for hardware can also be directly applied to software, but virtually no software manufacturers employ MTBF. The subject invention
5 provides the report information to generate an accurate computation of MTBF.

The first personal computer software manufacturer to offer reliability ratings for its products would be outstanding in the industry for several reasons. First, the recognition for being the first to offer such measures has substantial merit by itself. Second, the ability to measure software reliability proves that the company has a
10 thorough and controllable software testing process.

Software reliability ratings are uncommon for speculative reasons. One reason is software is not a physical item like a hard disk drive; it cannot be picked up and measured with a scale. Another possible reason is that statistical quality control — the discipline which uses MTBF ratings — is typically taught to
15 mechanical and electrical engineers, but not to software engineers or computer scientists. Software developers are not instructed in the importance of statistical quality control, consequently the software development profession has not widely applied it.

Measuring the reliability of hard disk drives is not difficult; randomly
20 reading and writing until a failure occurs will suffice. However, software is much more complex than a hard disk drive. Measuring software MTBF requires generation of an operational profile which defines the function calls made during the reliability test interval.

There is a problematic reason why software MTBF measures are virtually
25 nonexistent: nobody has yet developed a universal scheme for determining function call sequences during MTBF analysis. Calling the same unit tests repeatedly doesn't accurately represent the system's complex combinatorial possibilities. Replaying Graphical User Interface (GUI) event sequences usually activates only a small portion of the total system code. Besides, GUI actions are
30 usually not portable between dissimilar operating systems and cannot offer fair comparisons.

Operational profile generation for reliability analysis is a challenging problem, but not an impossible one. For example, here are several steps which define an operational profile:

- 35 1. for any valid state, determine the entire domain of subroutines and parameter data which can be executed next according to a design specification;
2. choose one subroutine and corresponding parameter data from that domain;
3. execute that subroutine with its chosen parameter data;
4. perform validity checks to determine if a failure arose during the call; and

5. if no failure arose, 1

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Any system which ca
inherent capability to
5 system of the subject
component API of art
MTBF measurement

The system pro

the entire software industry because it is possible to compare the reliability of
10 competitive but diverse products such as Windows NT, Macintosh, and OS/2. The
ability to perform random walk through offers another breakthrough in software
testing — the statistical quality control technique of random sampling can now be
applied to software.

Testing

15 Testing has historically included a range of activities from writing test cases
to improving product designs. However, in many cases the exact duties of test
engineers has been unclear. Unclear objectives often results in unachieved
objectives. Therefore, the following objectives were developed to fashion a
solution to the shortfalls of current software testing technology.

20 Test engineers should focus on assuring that their assigned components
operate according to design specifications to ensure errors are measured, controlled,
and improved throughout the product life cycle. Breaking new ground in software
quality requires that test engineers include software reliability measurement in
their problem domain. The traditional testing tasks can still be performed, but
25 measuring and controlling product reliability should be recognized as their highest
priority task.

Software testing involves detecting differences between design specification
and implementation operation. This activity raises several questions:

- How should software design be specified?
- 30 • How should implementation be verified?
- How well does implementation meet specification?

There are many models for representing how software should work. Some
models are more appropriate than others depending on specification purpose.
Since software testing involves evaluating the outcome of experimental trials, our
35 specification model should inherently support decision evaluation. There are three
important decisions in software testing:

- Is state X valid?
- Should future action Y work?
- Did past action Z work?

"TESTING" & subsequent
section "MEASURES"
clearly focus on regression
V. optimization

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Any software component can be adequately and automatically tested by consistently applying three types of criteria to software with an automated testing system. The subject invention offers concrete implementations to implement these three criteria.

5 Despite the relative maturity of the software industry and the investment of many dollars, fundamental questions of software testing remain unanswered, for example:

- What are the test cases for function X? Functions X1, X2, ... XN?
- What are the test cases for structure Y? Structures Y1, Y2, ... YN?
- 10 • Has component Z been tested thoroughly? Components Z1, Z2, ... ZN?

Incredibly, these basic issues are still unresolved, or even worse, haphazardly addressed by test engineers in a random manner. Which explains why software is notorious for reliability problems — no two test engineers will test identical products in an identical manner and produce repeatable results. A globally
15 unrepeatable process will also be globally inconsistent and uncontrollable.

Testing an API associated with an operating system demands a consistent process to verify correct operation of all methods and classes. For any API there should be a systematic way to define a core set of test cases which must successfully run to verify correct operation of the interface.

20 An ideal testing strategy should minimize human effort while maximizing the number of latent defects found in new or modified product code. It should also be designed to answer the basic problems which all test engineers face.

Measures

25 There are several measures for the functionality of systems which perform software testing. One measure, "effort" represents how many resources are typically required to find a defect in a product, and can be expressed in dollars or person-hours. Another measure called effectiveness represents the system's overall ability to find new bugs, and can be expressed in bugs per week. Another measure called
30 efficiency — the ratio of effectiveness divided by effort — represents how economically defects are found, and can be expressed in dollars or hours spent finding a bug.

Efficiency measures are extremely important because they can be used for objective selection of the best among multiple systems for testing a specific product.
35 Given many systems, the one with the highest efficiency rating is the best investment. Efficiency measures can also be used to determine when a product is ready for release; as testing efficiency drops — when more testing effort reveals fewer new defects — the product becomes demonstrably reliable.

Efficiency ratings mathematically depend on both effort and effectiveness ratings. Fortunately, effectiveness ratings are usually automatic byproducts of testing administration and can be constructed from bug database queries. Effort ratings are not so easily obtained. They are essential, but also unstandardized. Test person-hours, test cases run, or test CPU time are all plausible measures, but it is not always obvious which should be used. Useful metrics such as person-hours are not — and will probably never be — maintained by administrative or testing systems especially when test engineers are salaried or do not keep hourly work records.

Any testing system must automatically define and record testing effort because accurate evaluation of system capability and product reliability cannot occur without it. The subject invention proposes a revolutionary technique for measuring test effort.

DETAILS OF THE SUBJECT INVENTION

This section addresses issues within the context of an ideal testing system. An ideal testing system should have the following characteristics:

- offer superior testing efficiency (effect effort);
- perform thorough unit and integration testing;
- exploit existing target syntax (headers, source, binaries); and
- report how, why, and where errors arose.

An ideal system must focus human effort on writing reusable descriptions of how software should work rather than generating specific test cases where software should or should not work correctly. Experience suggests that software operation can be usually described with a finite amount of human effort, whereas the theoretical number of valid and unique test cases cannot.

The following section explain the detailed implementation of the subject invention. The following are major techniques used by the subject invention:

1. generate a test domain of type-legal operations using syntactic type declarations;
2. use preconditions to prevent type-legal but design-illegal operations from that domain;
3. use selectors to choose a subroutine and data from that domain for execution;
4. use postconditions to detect invalid operations after each explicit subroutine call;
5. use invariants to detect invalid data states after each explicit subroutine call;
6. use stores to maintain data for reuse across explicit subroutine calls.

The following sections present components in detail and illustrate how these components combine to address many of the outstanding testing issues mentioned earlier. Preconditions and postconditions provide the key functionality for automated testing because they can be used to represent the specifications and verify

the implementation of the API under test. Test engineers write preconditions and postconditions rather than individual test cases.

Test Domain Generation

5 In a generic sense, a test domain is a sequence of explicit subroutine calls and environmental conditions which constitute valid test cases for a target API. Test domains are generated by analyzing data type references declared in an API design specification. Data type references and data instance availability are employed to determine which subroutines and data are candidates for execution based upon the
10 data types required as subroutine parameters and the actual data instances that are available.

For example, assume that TPerson and TName instances exist along with a subroutine TPerson::SetName(TName). With this information, a determination is made that SetName is a candidate for execution because instances are available
15 which satisfy parameter type requirements.

Test domains generated using only C++ data types contain invalid test cases because data values are not considered when selecting candidate subroutines. For example, the specification for SetName might permit only certain TName values such as "John" but not "!@#%". This example illustrates why type requirements
20 by themselves cannot identify valid test domains. In addition to syntactical type rules, semantic rules are also required to express operation requirements that cannot be derived from syntax declarations alone.

The subject invention is a framework for testing programmatic interfaces by systematically exploring valid call sequences defined by a collection of subroutines
25 with a collection of data. The subject invention does not explicitly write unit tests. Instead, it provides the tools to develop rules which model and verify the correct operation of software while leaving the complexities of test selection, execution, sequencing, coverage, and verification to an automated system. The number of test scenarios generated by the system depends upon cumulative execution time and is
30 reliably independent of human effort.

There exist possibly new, obscure, or overworked terms in the context of this invention. To improve understanding and avoid project, brief descriptions of frequently used abstract terms and concepts are provided below.

syntactic protocol requirements of operation in terms of data type relationships.
35 *semantic protocol* requirements of operation beyond data type relationships.
predicate mechanism for evaluating validity and producing a true or false logical result; two types are *invariants* which validate states, and *conditions* which validate actions.

invariant mechanism for validating an observable state; invariants should minimally impact the state being observed.

condition mechanism for validating an action; two subtypes are *preconditions* which

evaluate if future actions should operate correctly, and *postconditions* which evaluate if past actions did operate correctly.

precondition mechanism which determines if an action can be initiated correctly given

10 the observable state immediately before the action.

postcondition mechanism which determines if an action completed correctly given the

observable state immediately after the action.

space conceptual or physical system having one or more degrees of freedom
15 containing closely related elements; elements within a space are generally countable, iterable, and finite.

type space hierarchical system of data types, usually a directed acyclic graph.

function space system of typed subroutines organized by a type space.

data space system of typed data organized by a type space.

20 **predicate space** system of typed predicates organized by a type space.

test space unification of type, function, and data, spaces into a complete entity.

target focus of a test; classes, subroutines, and objects can all be targets.

step smallest topological transition in a space.

exploration one or more steps through a space; a random walk is an exploration.

25 **function** computer subroutine; two subtypes are *method* which requires the context of

an object and *procedure* which does not require such a context.

method non-static member function; virtual functions are always methods.

procedure global subroutine or static member function.

30 **defect** unit of discrepancy between how software should operate and how it actually does; a 'bug' that has not yet been found; a defect can cause *many failures* or none.

failure observable effect of one or more *defects* a 'bug' that has been found; unintended function results, outcomes, or effects can be failures; a 'crash' is almost
35 always a failure.

Test scenarios are automatically generated by the system using many information types representing characteristics and protocol of the code under test. The following sections present the information required by the system to perform a test. A primary information type is *syntactic protocol* which describes the formal interface of the target code from a low-level, lexical perspective. The system analyzes target code syntax to learn type relationships, class methods, and data parameters. C++ declarations are the primary source of syntactic protocol. Minimal effort is required by a test engineer to provide syntactic protocol since it is readily ascertainable from target source files and is analyzed automatically by the system's lexical parser.

The following syntactic protocol is employed by the subject invention:

```

class MCollectible{ public:
    virtual Boolean      IsEqual (const MCollectible&) const
15  virtual const char   GetClassName( ) const;
};
class TCollection: public MCollectible
public:
    virtual MCollectible* Add (MCollectible*) = 0;
20  virtual MCollectible Remove(const MCollectible&) = 0;
    virtual long count ( ) const = 0;
    virtual TIterator*   CreateIterator ( ) const = 0;
    virtual Boolean      IsEqual ( ) const MCollectible&) const;
    virtual const char GetClassName ( ) const;
25  class TIterator (
    public:
        virtual MCollectible*   First ( ) = 0;
        virtual MCollectible*   Next ( ) = 0;
    );

```

From these declarations it is clear that MCollectible is a base class for common objects and provides an object comparison and most derived class name access methods. TCollection is an abstract base class which defines the protocol for collections and it also inherits the protocol of MCollectible. It is clear that execution of TCollection::Add requires two objects, an implicit TCollection object which represents the context of the virtual Add method and an MCollectible object to be added to the collection. It is also clear that Add may return an MCollectible* as a function result. We can determine the number of members in a TCollection using Count, and we can iterate over members in a TCollection using the protocol defined

by TIterator, an abstract base class which defines the protocol for iterating over collections.

Although these class declarations describe a substantial amount of the protocol to correctly add an MCollectible to a TCollection, additional *semantic protocols* are required to correctly add an arbitrary collectible to an arbitrary collection in all cases. Since semantic protocol cannot be derived directly from a target syntax, it is instead *expressed* using objects developed by test engineers.

Semantic Protocol

Another type is *semantic protocol* which describes how the target code should operate from a high level, operational perspective. Semantic protocol describes the high-level operation of target code which cannot be obtained from a target syntax alone.

Common sources of abstract semantic protocol are external requirements specifications, programmer documentation, and even source code comments. Programming languages sometimes contain formal constructs for the representation of a semantic protocol. Since C++ lacks semantic constructs, the subject invention uses objects of special classes to represent and evaluate semantic protocol.

Target code semantic protocol is obtained from an analysis of programmer's documentation, external requirements specifications, and so forth. For the previous example classes MCollectible and TCollection assume there are two semantic rules which must be followed: MCollectibles being compared using IsEqual must have parameter MCollectibles having *identical type* as this, and non-empty TCollections can only contain MCollectibles having *identical type*. These semantic rules disallow IsEqualing a TFoo to a TBar, or Adding a TFoo to a TCollection already containing one or more TBars even though both TFoo and TBar are MCollectibles. Although MCollectible::IsEqual and TCollection::Add syntactically specify MCollectible*parameters, not all MCollectibles can be IsEqualled or Added according to the semantic protocol of the example classes. This example illustrates why semantic protocol must be provided to an automated testing system to augment the syntactic protocol which by itself is insufficient to describe correct target code operation. Semantic protocol is represented using *predicates* to evaluate the semantic protocol of target code.

Predicates

Abstractions which represent semantic protocol are called *predicates*. In an abstract sense predicates are expressions of operational correctness which can be evaluated to a logical result of true or false. A result of true represents semantic validity (i.e. something could work or did work), and false represents semantic invalidity (i.e. something should not work or did not work). In the concrete context

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of the subject invention, predicate objects perform evaluations to determine the correctness of the states of an object and the operation of subroutines.

There are two important predicate subtypes: *invariants* which validate target states and *conditions* which validate target actions. Test engineers write invariants for target objects and pre and postconditions for target methods. Figure 2 illustrates with a block diagram the taxonomy of abstract predicates evaluating semantic protocol. Block 200 contains the highest level or Predicates. Predicates 200 are either Invariants 220 or Conditions 210. Conditions are either Preconditions 230 or Postconditions 240. Engineers must create predicate classes which represent the semantic protocol for the target classes and functions. The predicates are developed by subclassing from TDataInvariant, TFunctionCondition classes and overriding the Test method of the superclasses.

Invariants

Invariants are predicates which assert target states or characteristics should remain constant for correct target operation. For example, object invariants determine if the state of objects agree with their correct design and intended operation. Object invariants are frequently used by the system to determine if target objects used in test scenarios are valid or have been somehow corrupted during the test activity.

Invariants are evaluated whenever test targets are affected directly or indirectly by a test scenario. Test engineers write invariants which validate object states rather than write unit tests. Example invariants might assert the following:

- o an object pointer actually refers to a valid object
- o all object references contained within an object are references to valid objects
- o a system resource exists and is available for use

Objects under test can be assigned any number of invariants limited only by system resources. The subject invention causes subtype objects to automatically inherit invariants assigned to their supertypes. For example, whenever a TSet is checked for invariance, the invariant for generic C++ is first evaluated, then the MCollectible invariant is evaluated, followed by the TCollection invariant evaluation, and finally the TSet invariant is evaluated. Evaluation of multiple invariants is terminated immediately after the first semantic violation.

Data being evaluated for invariance are contained within data encapsulators descended from TDatum, the abstract base class for target data containers. A TDatum reference is passed as an explicit argument for invariance from the encapsulator. Consider the examples of C++ code listed below which illustrate the invariant class declaration for generic objects, MCollectibles and TCollections.

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```

class TObjectInvariant : public TDataInvariant
public:
    virtual Boolean    Test (const TDatum&);
    virtual Boolean    IsValidNonNilObjectPointer (const. void*) const
5
class TCollectibleInvariant : public TDataInvariant
public:
    virtual Boolean    Test (const TDatum&);
10    virtual Boolean    IsEqualToItself (const MCollectible&) const;
    virtual Boolean    DoStreamingCheck(const MCollectible&)    const;

class TCollectionInvariant : public TDataInvariant
public:
15    virtual Boolean    Test(const TDatum&);
    virtual Boolean    GetIterateCount (const TCollection&) const;
    virtual Boolean    DoContentsInvariancyCheck (const T    Collection&) const;

20 Note the presence of helper methods within each invariant class which are used to
    neatly partition the invariant sub checks used by the Test invariance evaluation.
    The C++ code for nontrivial invariant method definitions is listed below.

```

```

Boolean TObjectInvariant::Test (const TDatum& datum (
25    const void* object = (void*) datum.GetData ());
    if (object == NIL)
        return FALSE; // pointer is NIL
    if (IsValidNonNilObjectPointer (object) )
        return FALSE; // non-zero pointer isn't valid
30    return TRUE;      // we passed all our intra-invariant checks;

Boolean TCollectibleInvariant::IsEqualToItself (const MCollectible& object) const (
    return collectible.IsEqual (object // is object equal to itself?

35 Boolean TCollectibleInvariant::Test (const TDatum& datum) (
    const MCollectible* object = (MCollectible*) datum.GetData ();
    if (!IsEqualToItself(*object))
        return FALSE; // object not equal to itself
    if (collectible->GetClass Name() == NIL )
40        return FALSE; // object lacks class name
    if ( !DoContentsInvariancyCheck(*object))
        return FALSE; // found a streaming problem
    return TRUE;      // we passed all our intra-invariant checks;

45 long TCollectionInvariant::GetIterateCount (const TCollection& c) (
    TIterator* i = c.CreateIterator(); MCollectible* m; long n=0;
    for (m=i->First(); m!=NIL; m=i->Next()) n++ // count members    iterated
    over

```

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delete i; return n; // return the iteration count

```
Boolean TCollectionInvariant::Test (const TDatum& datum) (
    const TCollection* C= (TCollection*) datum.GetData ();
5   if ( GetIteratorCount(*c) !=C->Count() )
```

10 Invariants usually consist of a series of checks, and if any check fails, then the invariant returns a result of false indicating that the target objects has an incorrect or unexpected state. Although these example invariant classes provide limited verification of MCollectibles and TCollection objects, they demonstrate that invariants can be concretely expressed using C++ subroutines.

15 Notice the lack of redundancy in between TCollectibleInvariant and TCollectionInvariant even though a TCollection is a MCollectible. None of the MCollectible checks are performed within the TCollection invariant because the system automatically calls the TCollectibleInvariant on every TCollection before calling TCollectionInvariant. The TCollectionInvariant can always assume that the target object has passed all preceding invariants for MCollectible supertypes before being called.

Conditions

20 Conditions are predicates which assert the correctness of initial and final conditions for target subroutines explicitly called during test scenarios. There are two types of conditions: *preconditions* which assert if subroutines *should* work, and *postconditions* which assert if subroutines did work. Both play an important role in driving the automated testing process. Test engineers using the subject invention write pre and postconditions rather than test cases.

25 Target subroutines can be assigned a virtually unlimited number of conditions limited only by system resource constraints. Conditions for virtual methods assigned to supertypes are automatically inherited by overriding subtype methods. For example, when asserting conditions for TCollection::IsEqual, the conditions for MCollectible:: IsEqual are evaluated first. Then, the evaluation of conditions for TCollection:: IsEqual. Evaluation of multiple conditions is terminated immediately after a semantic violation has been detected.

Preconditions

35 Preconditions for subroutines determine if a specific system state and explicit parameter data set which satisfies the subroutine's *syntactic protocol* also satisfies the subroutine's *semantic protocol*. Preconditions are evaluated immediately before potential execution of a target subroutine in automated test scenarios. If all of the subroutine's preconditions assert that semantic protocol will be maintained, then the target subroutine can be executed with the specified data set and system

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state. If any of the preconditions assert that semantic protocol will be violated, then the subroutine will not be executed and the situation will be recorded for later analysis. Preconditions act *as filters* in the testing process to avoid target subroutine invocations that would violate semantic protocol and therefore could not be considered valid test scenarios.

Preconditions are represented using subclasses of TFunctionCondition in the same manner that invariants use TDataInvariant. Simple preconditions only need to override a single Test method. Preconditions directly access data being passed to the target subroutine using a TFunctionData object which encapsulates all explicit parameters and a function result. An example of the precondition for TCollection::Add are listed below, including the precondition's method definition.

```
class TCollectionAddPrecondition : public TFunctionCondition (
public:
    virtual Boolean    Test (TFunctionData&);
    Boolean TCollectionAddPrecondition::Test (TFunctionData& data)
        const TCollection* c = TCollection*) data.GetThis );
        const MCollectible* )MCollectible*) data.GetParameter(1);
        const MCollectible* f = Iterator(*collection). First ()
        if ((f!=NIL) && (strcmp (o->GetClassName(),f->GetClassName()) !=0))
            return FALSE:    //homogeneity violation (class names differ)
            return True //we can add the collectible to the collection
```

Notice that there is no redundancy between the TCollectionAddPrecondition and the invariants for MCollectible and TCollection. Before calling the precondition, the subject invention first calls the invariants using all explicit function data to assert their validity. The subject invention ensures that all data explicitly passed to a function condition have successfully passed their invariants. This automatic invariant checking simplifies condition development and provides consistency of conditions written by test engineers. If any of the function data are invalid, then neither the precondition or the target function Add is called.

If the function data are valid, then the precondition performs a semantic check to ensure that adding the MCollectible to the TCollection maintains the collection homogeneity using the following logic: if the collection is empty, then the collectible can be added to the collection; if the collection is not empty, then the collectible class type must be identical to the first collectible already in the collection. If all of these checks yield true, then the collectible can be correctly added to the collection.

Preconditions can also be used to cache information prior to subroutine execution for later postcondition retrieval. For example, when adding a collectible

to a collection it may be necessary to record the number of members in the collection before the collectible is added, and record if the collectible was already a member of the collection. This information can be used by the postcondition to determine if the subroutine performed correctly.

5 Postconditions

Postconditions are evaluated immediately after execution of target subroutines to determine if semantic protocol was maintained and target subroutines operated correctly. Postconditions are primarily responsible for failure detection of target code and act as *inspectors* to determine when, where, and how failures arise during
10 automated testing.

Using the TCollection::Add(MCollectible*) example, consider the following concrete postconditions which determine if a collectible has been correctly added to a collection given that the precondition asserting that semantic protocol would not be violated. A simple postcondition class for TCollection::Add is listed below in the
15 C++ code of a preferred embodiment.

```
class TCollectionAddPostcondition : public TFunctionCondition
public:
    virtual Boolean Test(TFunctionData&);
20 Boolean TCollectionAddPostcondition::Test( TFunctionData& data ) (
    const TCollection* c = (TCollection*) data.GetThis ();
    const MCollectible* o = (MCollectible*) data.GetParameter(1);
    const MCollectible* f = TIterator(*collection).First();
25 if (c->Member(*) == FALSE)
    return FALSE;    //collectible is not in the collection

    long postAddCount = c->Count();
30 Boolean countDecreased = (postAddCount < gPreCount);
    Boolean countIncreasedMoreThan1 = (postAddCount > (gPreCount + 1));

    if (!gWasMember && postAddCount!=(gPreCount+1))
    return FALSE; //count should have incremented
35 if (gWasMember && (countDecreased || countIncreasedMoreThan1))
    return FALSE;    // count should not have decreased or
    increased more than 1
    return TRUE;    // all our assertions passed.
40
```

The postcondition desires information concerning the precondition state to determine if the Add operated correctly: how many collectibles were already in the collection, and was the added collectible already in the collection? Although the subject invention provides a formal system for inter-predicate communication,

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assume that the precondition data is made available to the postcondition through global variables long gPreCount and Boolean gWasMember. The postcondition Test method has the following definition illustrated in Figure 6 at 610.

First the postcondition checks the existence of the collectible within the collection, then it compares the number of collectibles in the collection to an expected value. If the collection count has either decreased or has increased by more than 1, then the postcondition returns false representing a semantic failure probably caused by an implementation defect in the target code. As the example illustrates in Figure 6, the combination of syntactic and semantic protocol provide a useful means to express the behavior of simple classes or functions under test. The ability to share information between preconditions and postconditions offers considerable opportunity to determine if failures have arisen in target code.

Associates

Associates are user-defined rules which explicitly link predicates (invariants, preconditions and postconditions) to their intended test targets (classes and functions). Predicate objects by design are not explicitly associated with specific targets. Associates allow a single predicate class to be simultaneously associated with multiple targets. For example, associates allow TComparePrecondition to be associated with both MCollectible::IsEqual and TCollection::IsSame since both methods have a semantic protocol which requires that the single parameter object being compared must have a type identical to this.

Associates are provided by test engineers in the form of text statements in declaration scripts. For example, the following statements represent typical associations. use invariant TMyInvariant from MyTestLib for TBar, TFoo; use precondition TaddPrecondition for TCollection::Add(MCollectible*);

Since associates are interpreted using text declarations and applied at runtime, they provide the flexibility of highly dynamic linking without requiring recompilation of the source code.

Target Selectors

Selectors are objects that select targets in automated test scenarios. There are two primary types of selectors: *function selectors*, which select the next function to be tested, and *data selectors* which select the parameter data for the currently selected function under test. Two default selectors are provided: *random selectors* which pseudo-randomly select the *i*th out of *N* available targets, and *exhaustive selectors* which choose all candidate targets at least *i* times before choosing *i+1* times.

Function Wrappers

Function wrappers are subroutines which are responsible for directly executing functions under test. Wrappers must unencapsulate target function parameter data, execute target functions, and reencapsulate the parameter and result data from function calls. Although test engineers do not see or use wrappers directly, wrappers must be compiled and linked into target shared libraries by test engineers. The source code for wrappers are generated automatically by the subject invention using target source code syntax, and should be compiled into target libraries along with predicate classes. Wrapper function source code can be created using the create wrappers command.

Command Interpreter

The primary user interface to the subject invention is the command interpreter, also known as CI. The command interpreter is a text-based, remote controller for development. User directives can be entered from CI or indirectly via a console command which instructs the subject invention to read additional commands contained within a script file.

There are two categories of directives that the subject invention interprets: *commands* which interactively control test execution and *declarations* which define the properties of the test targets. The subject invention currently has two independent Lex/Yacc-based parsers for interpreting commands and declarations which causes a divergence between use of the two types of directives: **commands can be presented directly** by using CI or indirectly within script files, but declarations are always presented indirectly within script files.

There are two distinct stages which test engineers must traverse to test their code using the subject invention. In the first stage they must develop predicate classes for their code and build shared libraries containing predicate code and wrapper functions. In the second stage engineers test their target code using scripts or interactively with a human / computer interface.

There are six major steps in the setup for the subject invention testing.

- (1) target code is identified,
- (2) predicate classes are written for target code,
- (3) associates are written which bind predicates to test targets,
- (4) the subject invention learns target rules,
- (5) the subject invention creates target wrappers,
- (6) predicate and wrapper sources are compiled, linked, and built into a target shared library.

Figure 3 represents the major steps in the setup stage. The processing commences at function block 700 where the designer creates target declarations and inputs them into the subject invention. The invention analyzes the target declarations as depicted in function block 720 and creates target wrappers as depicted

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in function block 722. Then the tester creates predicates as shown in function block 730 and inputs the predicates and the wrappers into function block 740 where the tester creates a shared library from the predicates and the wrappers. Finally, at function block 750, the target shared library is used for testing the application in accordance with the subject invention.

Develop Class Invariants

Each target class should be accompanied by one or more invariants which assert the correctness of a target class object's state during automated testing.

Function Conditions

Every public member function in the target code is accompanied by one or more preconditions which accurately and thoroughly assert its semantic pre- and postconditions.

Predicate Associations

All invariants and conditions need to be accompanied by associations which bind predicates to their intended test targets. Associations appear in a declaration script. An example script appears in the following section. Preconditions filter out candidates that are not appropriate for a particular design from an automatically generated pool of type-legal candidates. Preconditions are concrete functions in C++ which return either true or false to represent the legality of a candidate subroutine or datum. For example, the SetName precondition returns true if a TName candidate consists of the characters A-Z.

Figure 2 illustrates how a precondition filters out design-illegal cases from a type-legal test domain. Virtually infinite valid test domains can be created by using preconditions to filter out invalid scenarios from automatically generated type-legal, possibly design-legal domains. This technique provides unparalleled efficiency compared to manually writing test cases. However, target subroutines must have corresponding preconditions which are written by test engineers.

Technical writers and client developers benefit from precondition functions because such functions precisely state conditions that must be met before a subroutine can be called. Tech writer can create concise English instructions by disassembling precondition statements. This benefit is particularly advantageous when the preconditions statements in C++ are expressed using high-level expressions.

Postconditions

Postconditions determine when failures arise during test domain exploration. They are similar to preconditions except postconditions are evaluated after each explicit subroutine call. Test engineers write postcondition functions which verify that each test subroutine call has operated according to its specification.

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For example, the postcondition for TPerson::SetName might verify that the TPerson name is identical to the TName instance passed as a parameter in the previous SetName call. Like preconditions, all target subroutines in the API usually have corresponding postconditions.

5

Object Testing

Object frameworks offer testing challenges such as inheritance correctness, polymorphic substitution, and object operations such as construction, destruction, copying, assignment, streaming, and comparison over the standard procedural testing problems. The subject invention offers built-in features to automatically
10 verify many of these object-oriented features. Preconditions and postconditions which are assigned to pure virtual methods in superclasses are automatically inherited by concrete subclass methods. Supertype invariants are automatically called in order of precedence when checking the integrity of subtype objects.

Invariants are called before and after subroutines to check correct streaming
15 and cloning for diverse object states which would be difficult to reproduce in unit tests.

The following sections explain how the subject invention's implementation offers innovative and new techniques to resolve several of the reliability and testing issues presented earlier.

20

Standard Test Specification

Since the subject invention algorithmically analyzes data type relationships to generate test domains, identical test cases for any API will be generated regardless of the test engineer involved. Two or more test engineers of differing abilities given the same API will generate identical test cases for that API. This capability
25 offers a systematic solution to fundamental problems for both unit and integration testing.

In traditional testing, the human effort required to test an API has been difficult to predict. Often effort was proportional to the number of test cases which must be written, but it was sometimes impossible to compute the number of cases
30 analytically. With the subject invention, the human effort required to test is directly proportional to measurable characteristics of the API under test.

The human effort required is directly related to the number of precondition, postcondition, and invariant functions which must be written. Of course, this model assumes that all functions require the same effort for all APIs, which is not a
35 valid assumption since some APIs are much more complex than other.

However, once a probability distribution of the effort (probably in person-minutes) required to write these functions has been gathered, the total human effort required to begin testing an arbitrary API can be estimated using simple statistics.

Automatic Test Case Generation

As mentioned earlier, the subject invention generates test cases automatically when exploring the test domain of an API. This implies that no test cases need rewriting after an API has been modified. However, the precondition, 5 postcondition, and invariant functions for an API might require modification.

Software Reliability Measurement

Reliability can be automatically measured during testing sessions by keeping track of the time spent in explicitly called subroutines under test, and counting the number of failures which have occurred. The mean time between failures (MTBF) 10 can be automatically determined because both the time under test and the number of failures is maintained during automated testing sessions. The software reliability can be estimated for any API by statistically analysing results of multiple random walk through employing the API's design-legal test domain.

Having test engineers write preconditions, postconditions, and invariants is a 15 more efficient strategy than hand-coding test cases, particularly as greater numbers of cases are needed when testing becomes more rigorous and errors become less frequent. Testing of object-oriented APIs is accommodated by determining type inheritances to allow polymorphic candidate data selection, and precondition / postcondition / invariant inheritance for the code under test. Reuse of objects 20 across sequential messages (method calls) offers complex test scenarios which would be virtually impossible to create using independent unit tests.

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CLAIMS

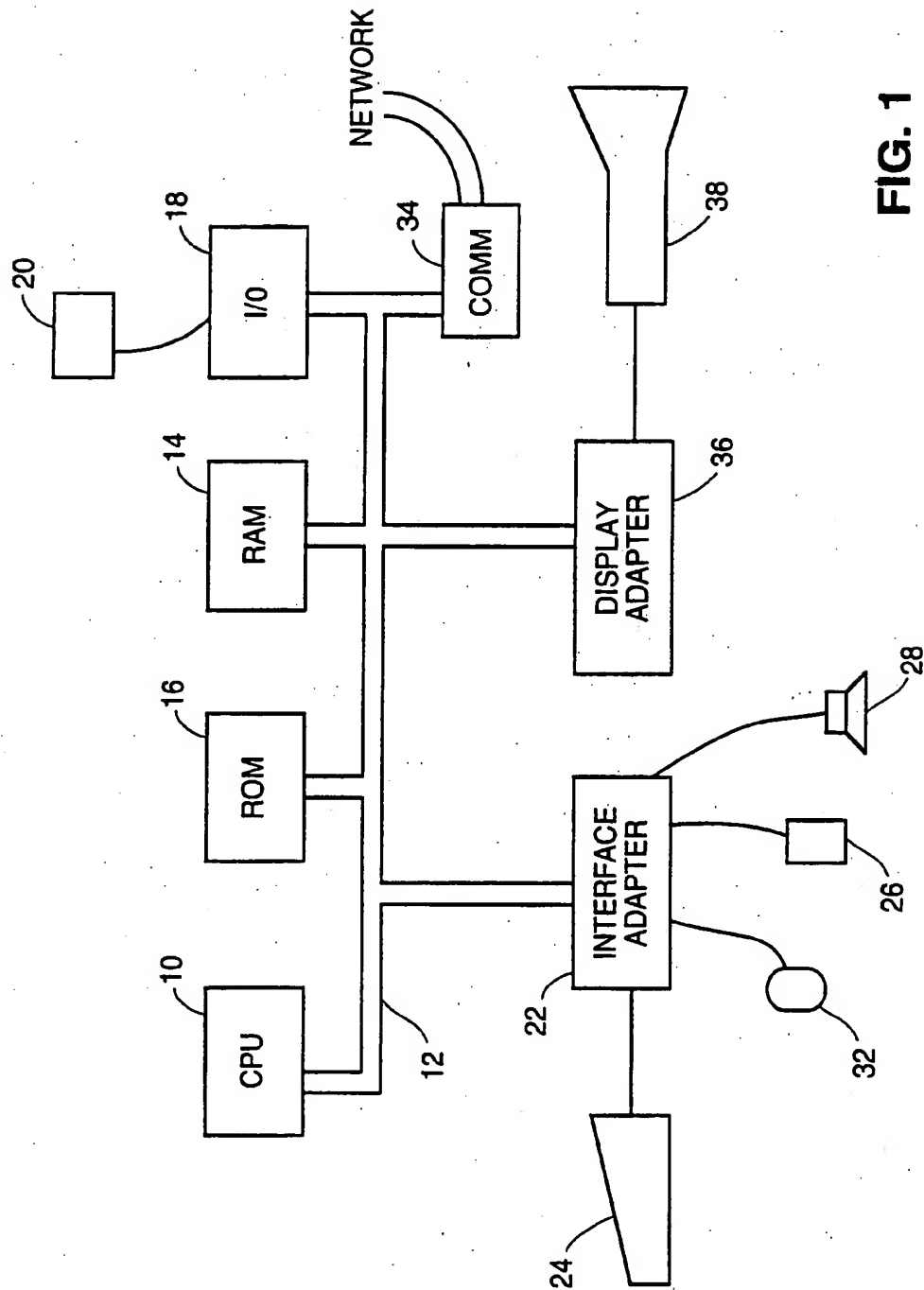
Having thus described our invention, what we claim as new, and desire to secure by Letters Patent is:

- 1 1. A system for automated test of software, comprising:
 - 2 (a) processor means for storing an application;
 - 3 (b) processor means for storing conditional rules;
 - 4 (c) processor means for compiling the conditional rules and the application to
5 generate an automated test binding; and
 - 6 (d) processor means for executing the automated test binding and generating test
7 statistics.
- 1 2. An apparatus as recited in claim 1, including processor means for processing
2 precondition and postcondition conditional rules.
- 1 3. An apparatus as recited in claim 1, including processor means for generating
2 a wrapper to further refine the test statistics.
- 1 4. An apparatus as recited in claim 1, including predicate means for refining the
2 automated test processing.
- 1 5. An apparatus as recited in claim 4, including invariant means for further
2 refining the automated test processing.
- 1 6. An apparatus as recited in claim 1, including associate means for linking
2 conditional rules.
- 1 7. A method for automated test of software, comprising the steps of:
 - 2 (a) storing an application in a memory;
 - 3 (b) storing conditional rules in a memory;
 - 4 (c) compiling the conditional rules and the application to generate an automated
5 test binding; and
 - 6 (d) executing the automated test binding to generate test statistics.
- 1 8. A method as recited in claim 7, including the step of processing precondition
2 and postcondition conditional rules.

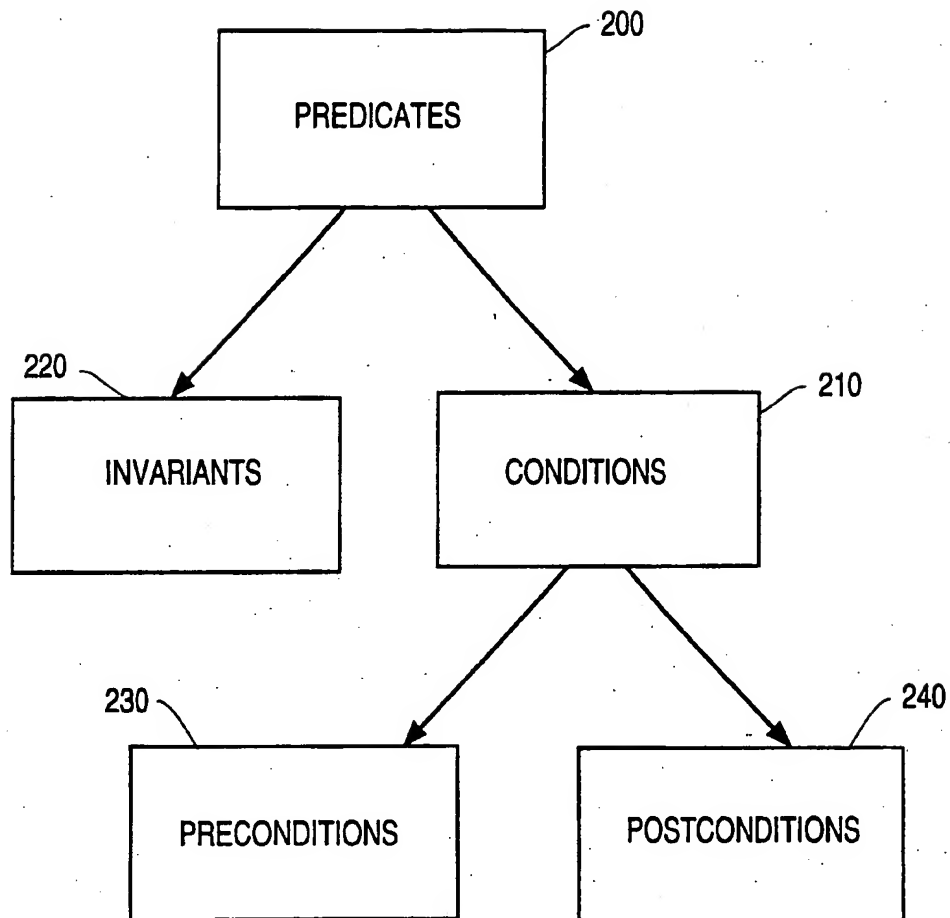
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- 1 9. A method as recited in claim 7, including the step of generating a wrapper to
2 further refine the test statistics.
- 1 10. A method as recited in claim 7, including the step of refining the automated
2 test processing.
- 1 11. A method as recited in claim 10, including invariant the step of refining the
2 automated test processing.
- 1 12. A method as recited in claim 7, including the step of linking conditional
2 rules.
- 1 13. A computer program for execution with a computer system having a central
2 processing unit for automated test of software, comprising:
3 (a) means for execution with a computer system to store an application;
4 (b) means for storing conditional rules;
5 (c) means for execution with a computer system to compile the conditional rules
6 and the application to generate an automated test binding; and
7 (d) means for use with a computer system to execute the automated test binding
8 and generate test statistics.
- 1 14. A computer program as recited in claim 13, including means for processing
2 precondition and postcondition conditional rules.
- 1 15. An apparatus as recited in claim 13, including processor means for generating
2 a wrapper to further refine the test statistics.
- 1 16. An apparatus as recited in claim 13, including predicate means for refining
2 the automated test processing.
- 1 17. An apparatus as recited in claim 16, including invariant means for further
2 refining the automated test processing.
- 1 18. An apparatus as recited in claim 13, including associate means for linking
2 conditional rules.

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**FIG. 1**

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**FIG. 2**

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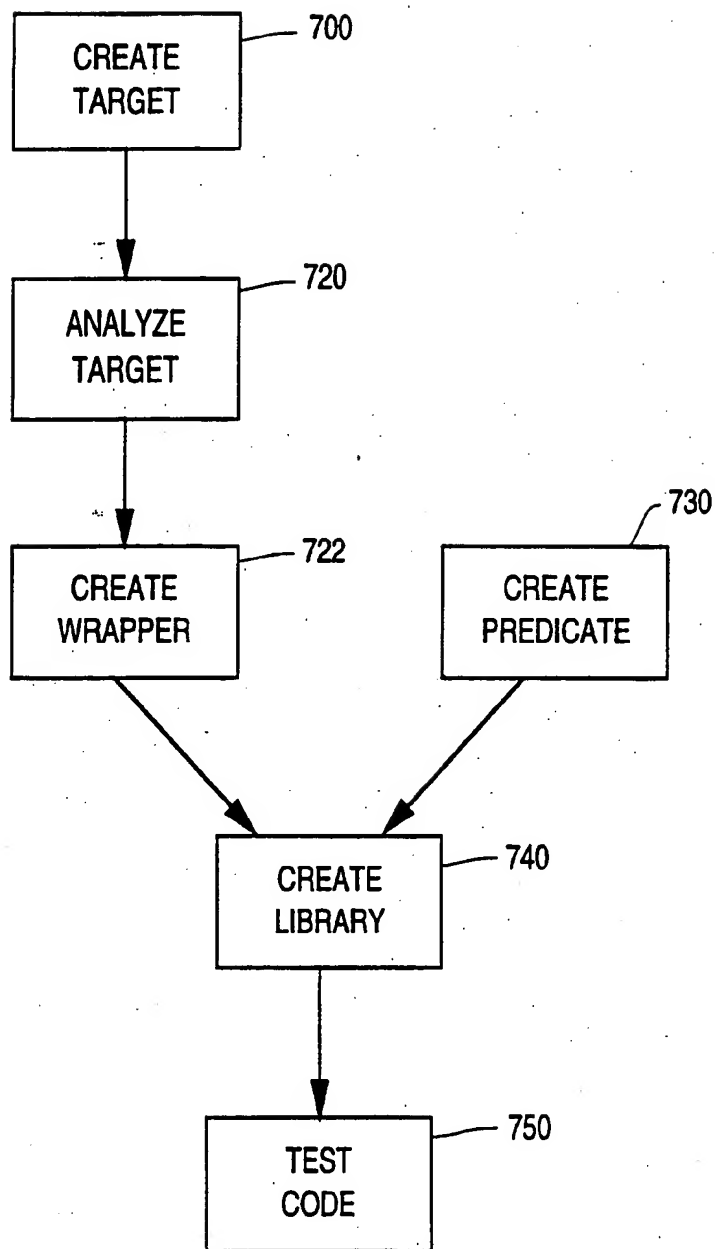


FIG. 3

INTERNATIONAL SEARCH REPORT

Internat. Application No

PCT/US 93/12228

A. CLASSIFICATION OF SUBJECT MATTER
IPC 5 G06F11/00

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

IPC 5 G06F

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practical, search terms used)

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category *	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	US,A,4 595 981 (AT&T BELL LABORATORIES) 17 June 1986 see column 2, line 10 - column 3, line 27 ---	1-18
X	GB,A,1 479 122 (INTERNATIONAL BUSINESS MACHINES CORPORATION) 6 July 1977 see page 1, right column, line 95 - page 2, left column, line 15 ---	1-18
X	GB,A,1 510 240 (INTERNATIONAL BUSINESS MACHINES CORPORATION) 10 May 1978 see page 2, line 1 - line 14 -----	1-18

☐ Further documents are listed in the continuation of box C.☒ Patent family members are listed in annex.*** Special categories of cited documents :**

- *A* document defining the general state of the art which is not considered to be of particular relevance
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- *O* document referring to an oral disclosure, use, exhibition or other means
- *P* document published prior to the international filing date but later than the priority date claimed

- *T* later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
- *X* document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone
- *Y* document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art.
- *&* document member of the same patent family

Date of the actual completion of the international search

26 April 1994

Date of mailing of the international search report

06.05.94

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INTERNATIONAL SEARCH REPORT

Information on patent family members

Intern. Application No

PCT/US 93/12228

Patent document cited in search report	Publication date	Patent family member(s)	Publication date
US-A-4595981	17-06-86	NONE	
GB-A-1479122	06-07-77	NONE	
GB-A-1510240	10-05-78	NONE	